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# Atari Age

anuary / February 1983 · Volume 1 · Number 5

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GO FOR IT!
CRAZY CLIMBER

game program™
CRAZY CLIMBER
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CRAZY CLIMBER
A SMASH HIT ARCADE GAME—
A GREAT HOME GAME
Now available from The Atari Club!
NOT AT ANY STORE! AN EXCLUSIVE
ATARI CLUB CARTRIDGE INTRODUCTION!
GO FOR IT, CRAZY CLIMBER!
Head for the top of that building—but watch out! The windows keep closing on your fingers—the Mad Doctor is tossing down things to knock you off—that darned bird drops eggs at you—there's an electrical sign with a shocking loose wire—girders and rivets keep falling at you— and there are four different buildings waiting for you!
This is not going to be easy, Crazy Climber—but it is going to be lots of fun!
It will be at least six months before Crazy Climber is sold at any store—but Atari Club members can get Crazy Climber in March by ordering today!
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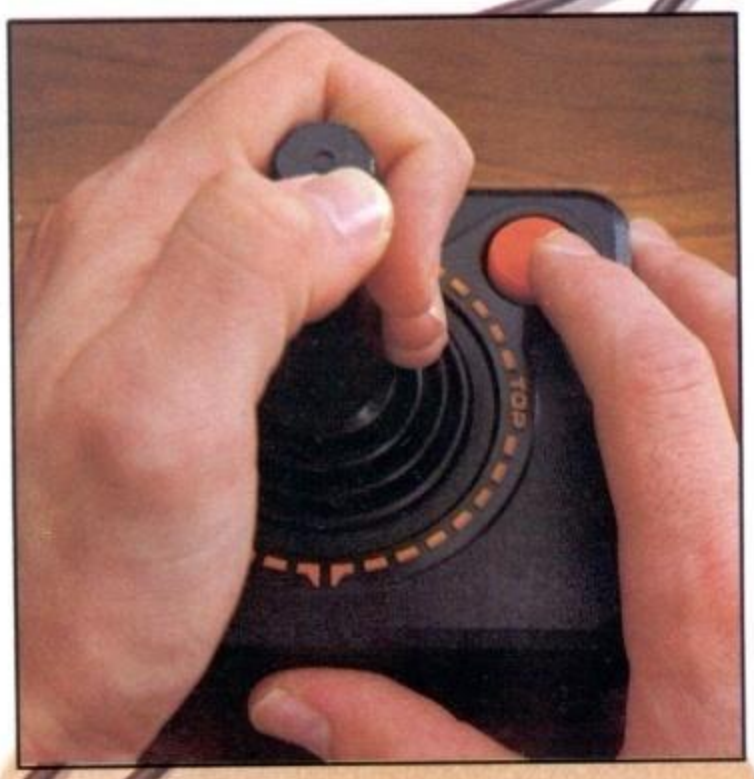
# MAKE YOUR OWN LEFT-HANDED JOYSTICK

Attention all lefties! You don't have to be stuck with a right-handed stick any more!

The Atari joystick is a wonderful control device, but it's designed with right-handed players in mind. The normal playing position puts the firing button on the left, and the player moves the joystick with the right hand. Lefties have to use their *stronger* hand to push the firing button, and their *weaker* hand for joystick movement—that's not fair!

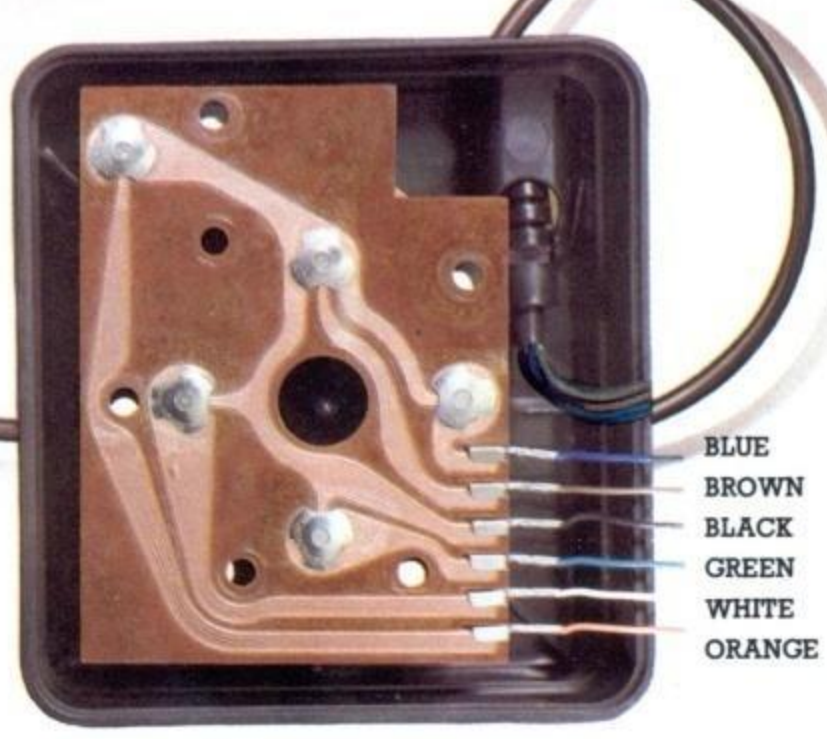
We took the problem to Dave Remsen, one of Atari's chief hardware engineers, and he came up with a remarkably simple solution. By opening up the joystick and switching four of the wire connections, you can change a regular joystick into a left-handed joystick!



Opening the joystick is easy—just remove the four screws from the bottom and the top pulls right off. In the base of the joystick you'll find a printed circuit board with six wires attached. There are two different styles of boards—the type shown below, with all six wires on one side, and another layout with three wires on each side. Whichever style you have, the connectors are easy to move—they just slip on and off the circuit board—and the wiring changes follow the color code shown below.

When you've made the wiring changes and screwed the joystick shut, just turn your updated joystick so the red firing button is on the top *right* side. You now control up-and-down and side-to-side action with the usual pulls and pushes, but your left-handed firepower is right where you want it! ☐

ORIGINAL WIRING




"LEFTY" MODIFICATION

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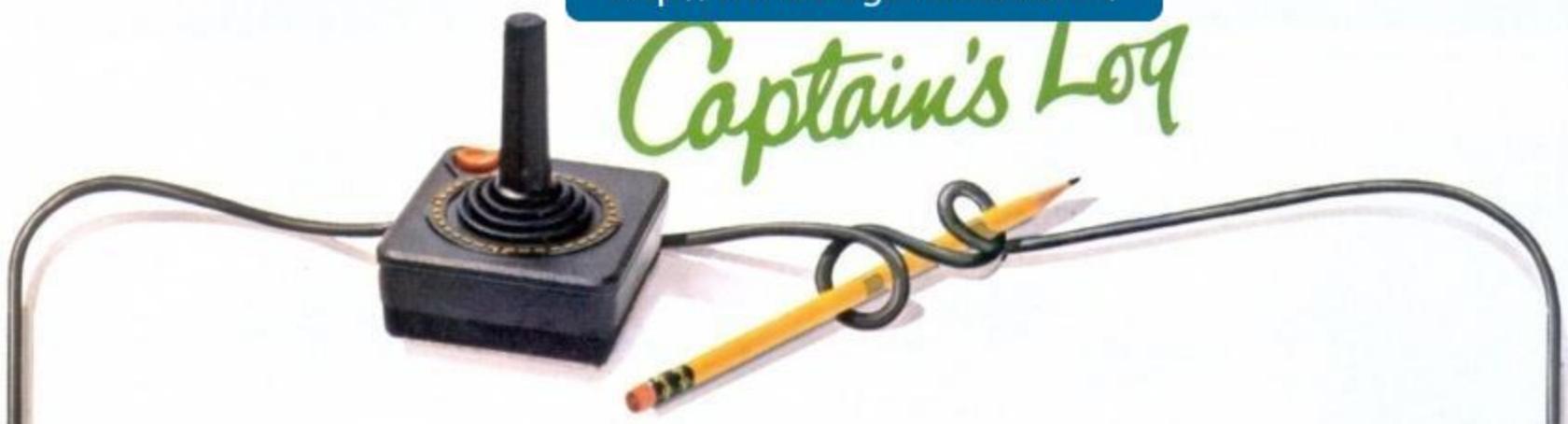
# Captain's Log



We're always trying to find new ways to bring Atari Club members "something extra" -- a special offer, or some advance information that isn't available to the general public. Well, we've *really* come through this time! We've arranged for Atari Club members to receive *Crazy Climber*, the home version of a tremendous arcade hit, in March -- at least *six months* before it is sold at *any* store

What a terrific addition to Members' cartridge collections -- a game *no one* outside the Club can buy! And this is just the first of the Club's Exclusive Cartridge Introductions. If members respond the way I *expect* they will, we'll be able to bring you more exciting new games long before they reach store shelves.

I've invested enough quarters in the arcade version of Crazy Climber to know just how good an adaptation our new home game cartridge is. And frankly, I'm thrilled that it's available now only through The Atari Club. The more special treatment for Atari Club members, the better!

*Steve Morgenstern*

P.S. More good news! Atari has lowered prices on many of its most popular cartridges -- so we're lowering your Club prices too! Plus, we have a special free cartridge offer just for Club members. All the details are on page 19.
Happy New Year!

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# Game-Grams

Dear Atari Club,

What does the Atari symbol stand for? Does it have to do with the game Go?

Chris Bannister
Baltimore, MD

*We went right to the source for the answer —the man who designed the famous Atari symbol back in 1972, when the company was just getting started. The designer's name is George Opperman. At the time he created the Atari symbol,*

*he was a freelance artist working with the company. Today, George is in charge of all graphics for Atari's coin video department!*

*George tells us that the corporate logo basically represents a stylized letter "A" to stand for "Atari." He did have an added inspiration in designing the symbol, though. Back in 1972, Atari's claim to fame was "Pong," and George says the two side pieces of the Atari symbol represent two opposing video game players, with the center line of the "Pong" court in the middle.*

*So you see, there is no Go reason for the design. However, the Japanese influence has made a significant contribution to the Atari symbol —its nickname. The three-pronged symbol is widely known as the Atari "fuji," although nobody at the company could tell us how the nickname originated. The best guess is that the shape reminded someone of Japan's famous Mount Fuji —but no one seems to know who came up with the nickname, or when, or why.*

*—Editor*

Dear Atari Club,

A friend of mine told me that the light cycle racing game in the movie "Tron" is based on an Atari home video game. I don't see any games like that in the cartridge listings, though, so I told him he's crazy. Who's right?

Jamie Gipson
Galveston, TX

*Officially, you're correct —there is no direct tie-in between the light cycle segment of "Tron" and any Atari cartridge. However, your friend has spotted a very interesting similarity between the movie game and one of the early Atari Game Program cartridges, Surround. In Surround, each player maneuvers a block which leaves a trailing wall behind it. Cutting off your opponent and making him crash into a wall is the object of the game. Sound familiar?*

*—Editor*

Dear Atari Club,

Is Atari making any plans for a voice synthesizer for the Atari VCS?

Candido Martinez Jr.
Bronx, NY

*At this time, the answer is no. However, Atari engineers are working on a voice synthesizer for the new 5200 game system which promises to deliver the most realistic speech of any video game system on the market. And most important of all, the games being designed to take advantage of this new technology use the voice capability as an important part of gameplay —not just as audio decoration. We'll keep you posted on the latest developments in talking Atari games in upcoming issues.*

*—Editor*

Dear Atari Club,

I've been talking to my parents about going to Atari Computer Camp this summer, but I need more information—like where the camps will be, and how much it will cost. Can you tell me?

Arthur Whitehouse
Brielle, NJ

*The first season of Atari Computer Camps was such a success, Atari is expanding to six camps across the country for summer '83. To receive a free brochure and all the up-to-date details, you can call toll-free 1-800-847-4180 (in New York call collect, 212-889-5200), or write to Atari Computer Camps, 40 East 34th Street, New York, NY 10016.*

*—Editor*

**Keep those cards and letters coming, Club Members!**

Send your questions and comments about Atari games to Editor, *Atari Age*, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you an Atari Game Program cartridge of your choice.

# solution section

Wondering who won the "Seen in a Sign" contest in the September/October issue of *Atari Age*? So are we.

When we wrote the contest rules, we thought they were pretty clear. However, as we started wading knee-deep through the piles and piles of envelopes we received (there were over 30,000 responses in all), we discovered that a lot of people had some pretty weird ideas about what we meant by a "word"—so much so, in fact, that the numbers we had you write on the outside of your envelopes are way out of line for most of the highest entry claims. As a result, we are *still* checking your responses, and will have to hold off announcing the winners until the March/April issue of *Atari Age*. Look on the bright side—you don't know whether you won the contest, but you *do* know that you haven't lost yet.

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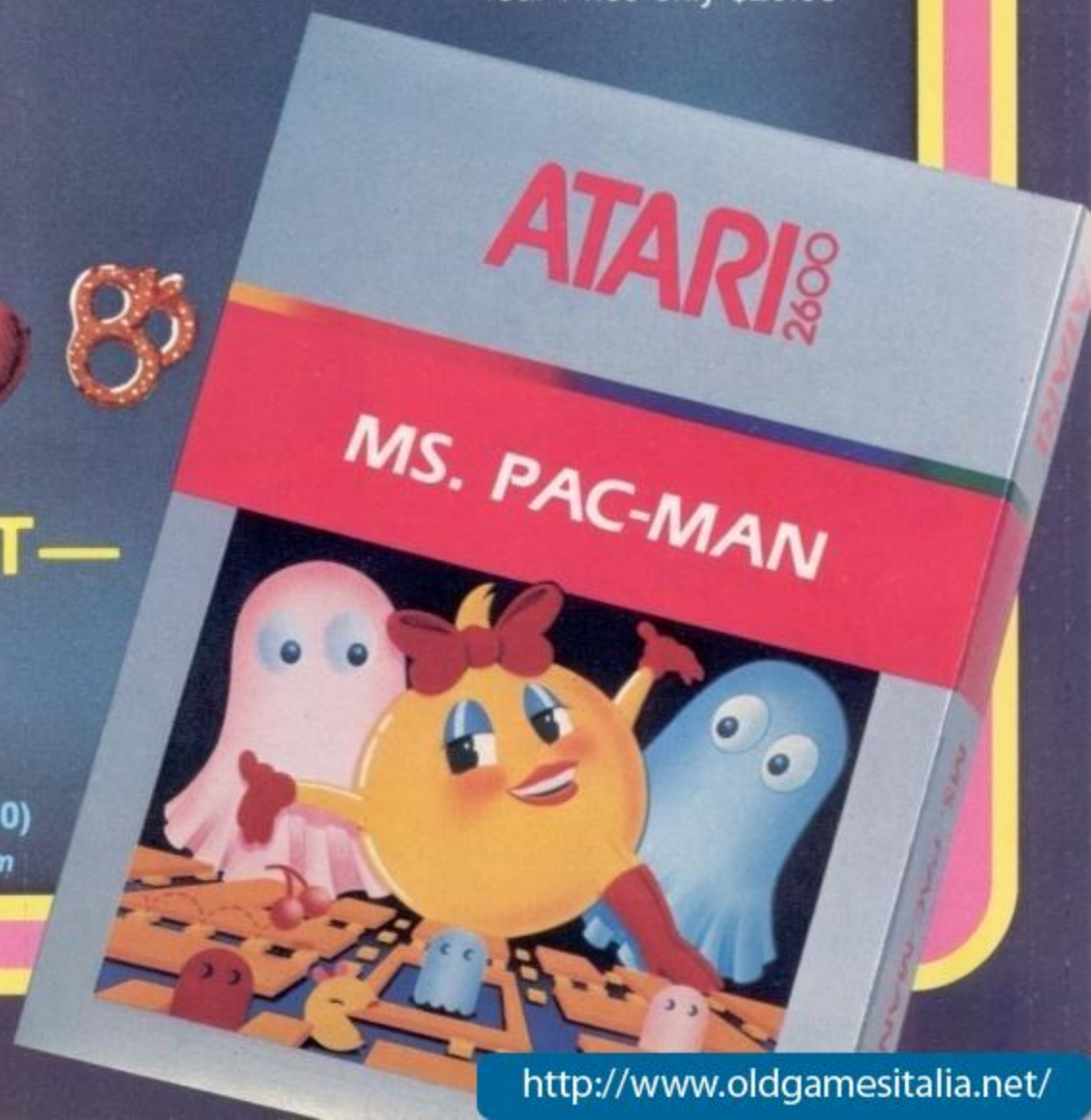
# ATARI BRINGS MS. PAC-MAN HOME!

She's the undisputed Queen of the Arcades—and she's coming to your house in February, with an unbeatable combination of action-packed features!

- *Changing* mazes!
- *Different* bonus for each level—all the fruits and pretzels from the original arcade hit!
- Her own personal *theme music!*
- Bright, *sharp-looking ghosts!*
- Arcade-style *title display!*
- *Sound cue* to signal when power pill power is running low!
- *Four* difficulty levels!

Your Price only $26.95




## DON'T MS. OUT—

ORDER TODAY!

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# New Cartridge Report

## VANGUARD

How do you feel about danger?

If you like a nice, comfortable evening of checkers by the fireside, you'd better pass this game by.

On the other hand, if you're itching for non-stop action and intense gameplay, *Vanguard* is an absolute must!

Your spaceship flies through twisting, turning tunnels toward the lair of the deadly Gond, facing *nine different attack waves* on the way!

*Vanguard* features outstanding rainbow-bright graphics, a spaceship with rapid-fire lasers forward, backward, *and* side to side, and a "continue" feature that lets a new game start where the last one left off—all just like the arcade original!

This could be Atari's best space warfare game ever!

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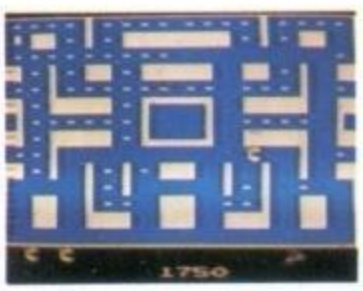
## MS. PAC-MAN



What can you do to make the most popular video game of all time even better? That's the problem the people at Bally Midway faced after the tremendous success of *Pac-Man*. Their solution—have mazes that *change* at different play levels. Take the bonus fruit and make it *move* through the maze. And then they came up with a new star for their exciting new game—the glamorous Ms. Pac-Man!

Now Atari has packed *all* of the features that made Ms. Pac-Man the queen of the arcades into an exciting new home game cartridge! You get multiple mazes and changing, bouncing bonus fruit, enhanced sound effects, clearer, more colorful ghostly images, and even the original arcade song!

It's everything an Atari fan could ask for in a fun-Packed maze game!

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## PHOENIX

*Phoenix* is the second Atari game based on a hit Centuri coin video game (*Vanguard* is the other), and fans will be thrilled to find that the distinctive features of this arcade classic have been faithfully transferred to the fast-moving home video adaptation.

Players use laser cannons to fight off wave after wave of bird-like attackers from outer space, and finally vanquish the powerful alien spaceship which the birds protect.

One key to the popularity of *Phoenix* is its unique shielding device. Pulling back on the joystick activates a protective shield that lasts about 1½ seconds and lets your laser cannon fire through at the enemy, while keeping *you* from moving! If there's an enemy bomb headed straight for you when that shield wears off, you're in deep trouble!

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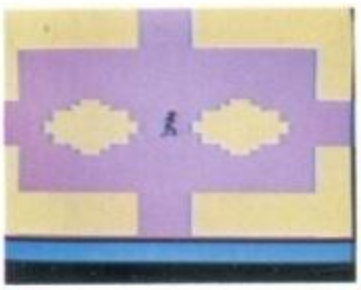
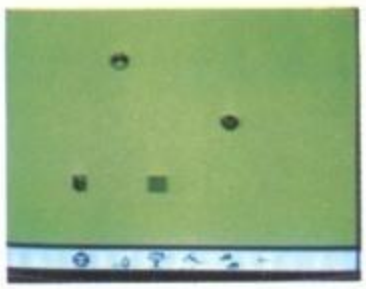
## SWORDQUEST FIREWORLD





The SwordQuest action/adventure series continues in February with a thrilling challenge on a planet of flames—FIREWORLD!

The *FireWorld* puzzle is made up of ten rooms, some containing magical objects. These objects are the key to discovering the secrets of *FireWorld*—secrets which could win you a fabulous gold and platinum chalice, encrusted with sapphires, diamonds, rubies, and pearls. It's a one-of-a-kind $25,000 prize!

It won't be easy to win this incredible prize, though. Five action-packed tests of your skills as a warrior await you in this treacherous world. You might be required to catch lethal knives, dodge plummeting birds, or kill deadly snakes. Master each exciting adventure and enter a treasure room, moving one step closer to conquering FIREWORLD!

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# AN EXCLUSIVE ATARI CLUB CARTRIDGE INTRODUCTION!

## CRAZY CLIMBER

"Hey, look up there! Some guy is *climbing* the side of that building! He must be out of his mind!"

You're absolutely right—he *is* crazy! He's *Crazy Climber*, hero of one of the most popular arcade games of all time, and now starring in his own Atari home video game!

Crazy Climber has *lots* of problems in his death-defying climb. First of all, the windows keep opening and closing—if they shut on his fingers, down he falls!

Then there's the Mad Doctor sticking his head out the window and tossing flowerpots, baskets of fruit, and buckets of water at our hero. And how about the bird flying past, dropping eggs on him?

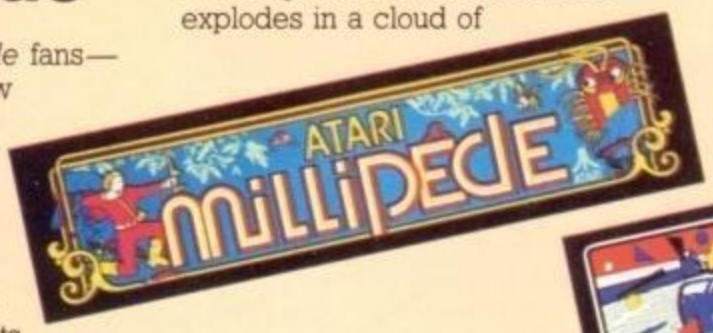
It's going to be tough getting to the top. When he makes it, though, his friend in a helicopter is waiting to pick him up . . . and take him to *another building!* There are *four* of them in all, with falling girders and rivets, an electrical sign with a loose wire waiting to jolt him, and windows closing faster with each floor he climbs.

He's *got* to be crazy to climb like that—and *you'll* be crazy about this hilarious new cartridge. Don't look for it at the stores, though. For at least six months, the *only* place to find *Crazy Climber* is the Atari Club!

## coin video corner

### Millipede

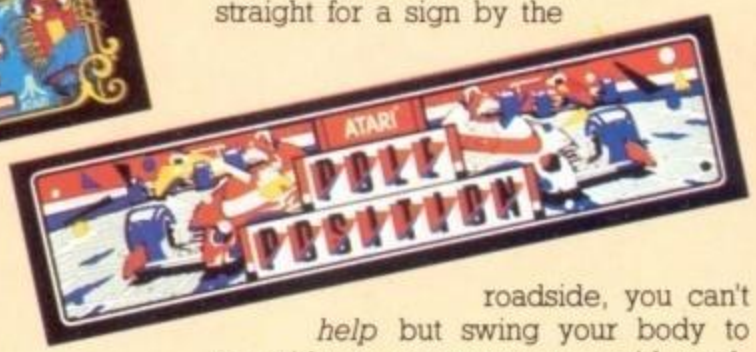
Attention *Centipede* fans—Atari has a hot new arcade game that takes the basic elements of *Centipede* and adds dramatic new gameplay features for unbelievable bug-blasting action.




Your shooter waits below as a dangerous millipede winds its way down a mushroom-clogged screen towards you. The millipede is just one small part of your problem, though. Dragonflies swarm onto the screen, flying treacherous attack patterns right at you. Barrages of deadly mosquitoes are unleashed without notice. Inchworms crawl past for extra-scoring opportunities while beetles scoot across the screen to block your path. You *do* have a dramatic new weapon in your battle against the forces of bugdom, though—strategically placed DDT capsules. Shoot one and it explodes in a cloud of pesticide, wiping out any bugs in the vicinity.

### Pole Position™

If you want to experience what it feels like to tear through a tough racecourse behind the wheel of a powerful Formula One car, play *Pole Position*.




Atari's new coin video racing game actually makes you *believe* you're behind the wheel. When you come whipping through a turn heading straight for a sign by the roadside, you can't *help* but swing your body to one side as you swerve to avoid a collision. You can't *avoid* having your heart beat a mile a minute as you press the accelerator to the floor and try to pass the lifelike cars blocking your path. The sounds, the feeling, the *sensation* of racing is captured with such incredible pulse-pounding realism, you'll swear you smell racing fuel and scorched tire tread in your favorite arcade. □

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# This $25,000 Gold Chalice Can Be Yours!

## Solve The Mystery Of

SwordQuest

FireWorld

SWORDQUEST!—a revolutionary video game concept including *four different cartridges* linked in a continuing epic adventure.

Each cartridge is a thrilling video game on its own. And each is part of the SwordQuest Contest, with its own fabulous prize custom made for Atari at a cost of $25,000! And for the final prize of the SwordQuest series, there is the Sword of Ultimate Sorcery—an incredible $50,000 jewel-encrusted blade!

The Quest began in October with *EarthWorld*.

It continues in February with FIREWORLD!

Enter *FireWorld* as a warrior, searching for clues buried in the game and the special DC comic book packed with the cartridge. Conquer the five action-packed adventure sequences which await you, and use your cunning to discover the valid clues needed to enter the *SwordQuest Fireworld* Contest.

*FireWorld* is a dangerous place, and the Quest is demanding—but think how sweet it will be when the winner drinks a victory toast from a $25,000 Golden Chalice!

**Order SwordQuest FireWorld Today!**

Club Member Price! $31.95

**HERE'S YOUR LAST CHANCE TO BECOME AN OFFICIAL SWORDQUEST ADVENTURER!**

Receive each SwordQuest cartridge *at your special Club Member price* — get it *as soon as it comes out* —and get as a bonus *four* exclusive SwordQuest T-shirts. They're designed by the same artist who's creating the amazing SwordQuest comic books, and available *only to Atari Club SwordQuest Adventurers* at no additional cost!

Member reaction to this offer has been so tremendous that we're extending it for *FireWorld* only! Enroll in the SwordQuest Adventurer plan today and receive *EarthWorld* and *FireWorld* now, with *WaterWorld* and *AirWorld* sent to you as soon as they're released.

You'll find complete details on the Order Form attached to page 15.

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# SNEAK PEEKS

## More Smash Hit Arcade Games Are On The Way!

Speaking with Atari's software development team, we discovered that there are *three more* Atari VCS adaptations of major arcade hits on the schedule for the *first half* of 1983—and that's in addition to the four blockbusters featured in this issue!

We have to hold off on revealing the names of the games which are in the works for now—but nobody can blame us for giving you a few hints, right?

If all goes according to schedule, you'll find announcements of *two* important arcade game adaptations in the March issue of *Atari Age*. One is based on the Atari coin video game that was the *first* hit game ever programmed by a woman. The other is the home video version of a tremendously successful space game created by Namco Ltd.

Later in the year we'll have the home version of a current Atari coin video smash hit featuring a hopping heroine.

Let's see, that's *seven* arcade classics Atari is bringing home in the first *half* of 1983. No question about it—it's going to be a *great* year for video gaming!

## Atari To Introduce Advanced Controllers For VCS

For the video game fan who demands the finest play control possible, Atari is coming out with the answer to your prayers—a new precision joystick controller and a Trak-Ball for the Atari 2600!

The new joystick is a handheld design which rests comfortably in the palm. There are two fire buttons, one on each side, which can be used individually or together. A key change is the slender joystick shaft, which offers maximum sensitivity and precise control.

The new Trak-Ball controllers will provide the ultimate in speed and comfort for all games which are currently played with joystick controllers. Players use the compact tabletop unit to control on-screen action by spinning a sphere in the direction they want to move. This control system eliminates tired wrists and cramped fingers completely, while improving playing response dramatically for most people.

Both the advanced joystick and the Trak-Ball are due out in summer 1983.

*FLASH!* Just as we were going to press with this issue of *Atari Age*, we got word on *another* new VCS controller coming from Atari early in 1983—it's a remote controlled joystick! Now you'll be able to set up your video game and play it from up to 20 feet away from the game console. It's a terrifically convenient way to play your favorite games—you just attach the receiver to the joystick ports of your VCS console and play with the radio control joystick units from any comfortable spot in the room. And since many of the latest games can be reset by simply pressing joystick trigger button, you can play for hours without ever touching the console.

We'll have all the details and ordering information in the next issue of *Atari Age*.

## Krull Is Coming!

Summer '83 will bring us *Krull*, a Columbia Pictures film full of princesses in peril, weird villains, enchanted objects, and deeds of mythic heroism. *Krull* will be more than a movie, though—Atari is creating a home video game capturing all the on-screen action and adventure of this fascinating fantasy film. Planning and programming is now going on—we'll keep you up to date in future issues of *Atari Age*.

## 1 - 2 - 3 - 4 - 5 New Sesame Street Games Unveiled

Teamwork between Atari and the Children's Computer Workshop began only last June, but it's quickly produced very exciting results. In fact, there are *two* Atari/CCW cartridges scheduled for May 1983, with *three more* in July—and *four* of them feature the popular Sesame Street Muppet characters!

Tentative titles for the new games are *Grover's Music Maker, Alpha Beam, Oscar's Trash Race, Big Bird's Egg Catch,* and *Cookie Monster Munch*. The games combine wonderful character animation with basic concepts for preschool learners, including number, letter, and shape recognition and logic skills. Most important, the children who have tested the games *love* playing them!

The special controller designed for young gameplayers will also be ready by May. It's called the Kid's Controller, and looks something like a large touchpad controller, with big buttons for little fingers and brightly colored overlays for each different game.

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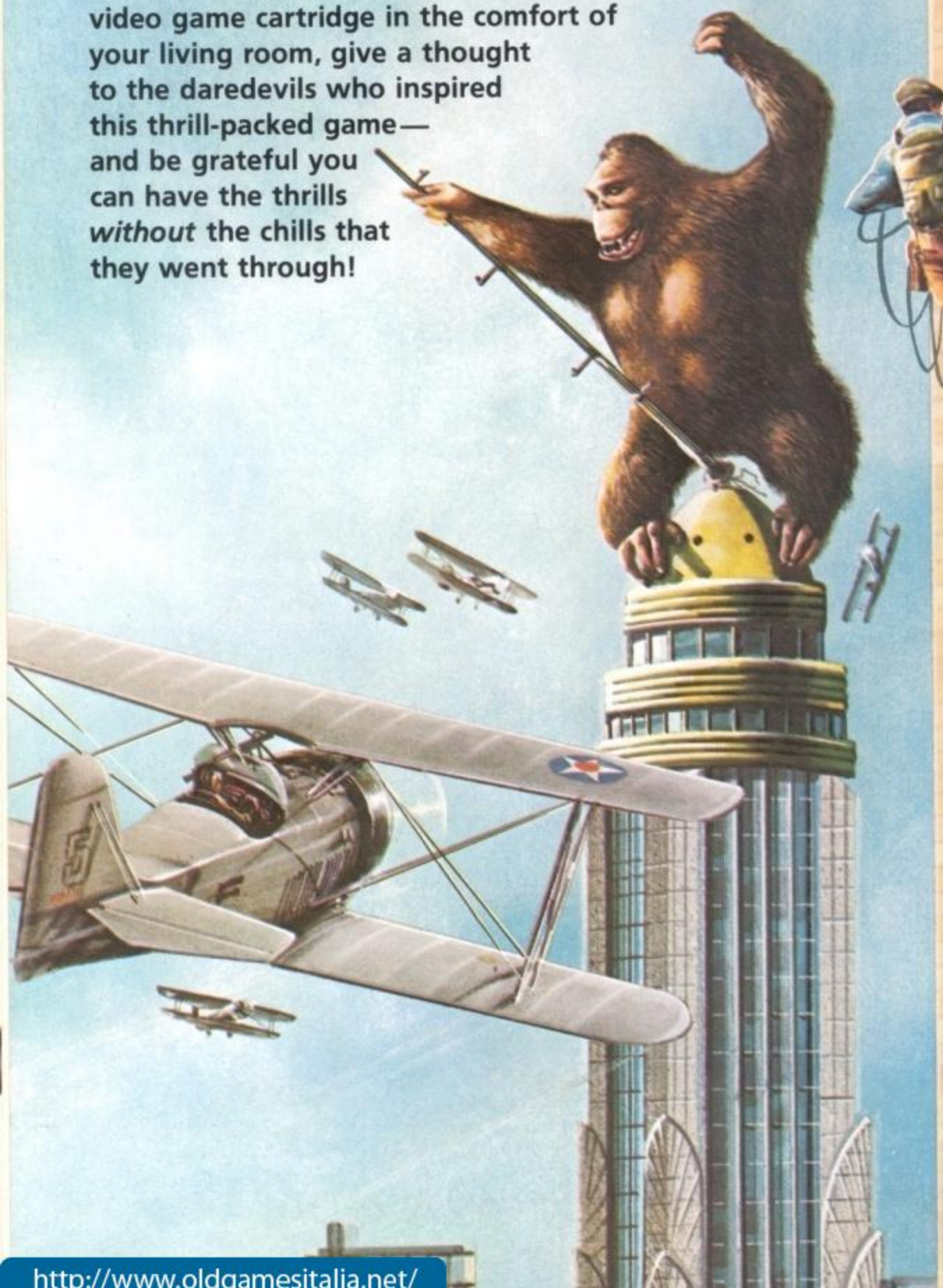
# Climbing the walls!

**While playing your new *Crazy Climber* video game cartridge in the comfort of your living room, give a thought to the daredevils who inspired this thrill-packed game—and be grateful you can have the thrills *without* the chills that they went through!**



It was a lonely night in New York City, and he felt rotten. Here he was, a visitor from overseas, and they were treating him like some kind of criminal—chasing after him half the time, running away from him the rest of the time—why, they had even tried to lock him up! It was depressing. He needed to do something different—something exciting. So he picked up his favorite girl and took her someplace romantic—the top of the Empire State Building, the tallest building in the world. What a view!

Of course, *most* tourists would have taken the elevator, but King Kong chose a slightly different approach—he climbed right up the side of the building! After all, a giant ape can't be expected to monkey around with stairs and elevators and such. And though Kong probably didn't know it, climbing buildings had become a kind of tradition . . . particularly when the building in question is the world's tallest!

The first great "Human Fly" was George Gibson Polley, whose wall crawling exploits made him a leading daredevil in the "Roaring Twenties."

Polley reached the top of the entertainment world early in his career—he climbed theater buildings to attract crowds before showtime.

Warming up to his role as a professional daredevil, Polley took his skill on the road, climbing 2,000 buildings throughout the United States. His assault on the Woolworth Building in New York, though, was probably his most ambitious stunt—the 792-foot building was the tallest man-made structure in the world in 1920, and Polley was determined to conquer it. He probably would have made it, too, if an officer of the law hadn't poked his head out just as George reached the 30th floor and arrested him for climbing a building without a permit!

There was a sudden flurry of climbing activity in the 1920s, as assorted "Human

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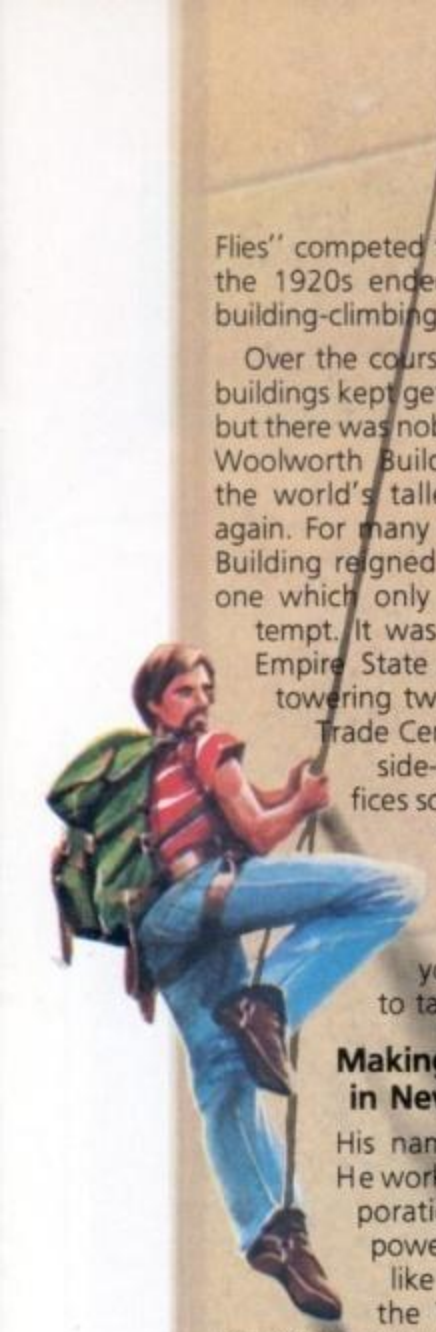

Flies" competed for the spotlight. When the 1920s ended, though, so did the building-climbing craze.

Over the course of the next 50 years, buildings kept getting bigger and bigger, but there was nobody to climb them. The Woolworth Building was surpassed as the world's tallest building time and again. For many years the Empire State Building reigned as the ultimate climb, one which only King Kong would attempt. It was not till 1974 that the Empire State was surpassed by the towering twin towers of the World Trade Center in New York—two side-by-side columns of offices soaring 110 stories 1,350 feet into the clouds. A worthy challenge for any Human Fly. And there was one young daredevil ready to to take that challenge.

### Making It To The Top in New York

His name was George Willig. He worked at the Ideal Toy Corporation, designing battery-powered mechanical figures like Electro Man and Zog the Terrible. And when all his fellow toymakers had left for the night, George would stay behind and work on a special project of his own—a metal block device that would lock securely into the tracks that guide the window washers' platform on the outside of the World Trade Center.

On Thursday, May 26, 1977, on a sunny New York morning, a young man was spotted approaching the south tower of the Trade Center in lower Manhattan. He was dressed like a mountain climber—heavy hiking boots, an orange backpack, and a long coil of nylon rope. A half hour later he was spotted again—this time high above Manhattan, and headed straight up.

Thousands of pedestrians stopped to point and stare as Willig crept upward at the rate of about two minutes per floor. Traffic stopped dead, a police helicopter flew in, and an expert suicide rescuer was brought to the scene to talk the young man down. But it soon became clear that Willig was not crazy—and he *was* determined.

It took just over 3 hours for him to reach the roof, to the riotous cheers of the crowd below him—and the waiting arms of police, who promptly arrested him. He was threatened with a lawsuit for $250,000 in damages. Willig had become an instant hero, though, and public opinion is not to be ignored—especially during an election year. Mayor Abraham Beame smillingly told the press a few days later that the city of New York had settled with Mr. Willig for a fine of $1.10. That was 1 cent for each floor he had climbed!

And so, man had succeeded in conquering the *second* tallest building in the world. A spectacular achievement—but clearly not good enough! Over in Chicago stood the absolute champion, undisputed tallest inhabited structure in the world—the Sears Tower, reaching up a full 1,454 feet above Wacker Drive. But surely *nobody* would tackle this glass-faced monster in the treacherous blasts of the famed "Windy City" of Chicago.

Needless to say, someone would.

### "Spiderman" Conquers The Sears Tower

They first noticed him at 6 A.M. on May 25, 1981. There was a man clinging to the outside of the Sears Tower, already at the 30th floor, dressed in a Spiderman suit! But inside the costume was no comic book creation—it was flesh-and-blood 25-year-old Dan Goodwin.

Within minutes the police and fire departments were on the scene. Goodwin was using a special tool that fit into the window washing tracks on the building. Only one problem, though. As he later recalled "The metal was weaker than I expected. When I stepped down on the tool, it made a crunching sound, as if it were ready to rip away."

Ignoring this danger, Goodwin went on—only to find another hazard descending towards him. The fire department was lowering the window washing scaffolding *straight at him!* They moved downward. He continued upward. Suddenly, when they were just two floors above him, Goodwin reached into his backpack and pulled out a set of suction cups. Clamping them onto the windows, he moved sideways across the building, away from the descending scaffolding and towards another window washing track ten feet away.

His problems weren't over, though. When planning his climb, Goodwin hadn't counted on a thin coat of grease on the windows, placed there to keep them from scratching. That grease also kept his suction cups from holding very long. In fact, they started sliding as soon as he put his weight on them, and would pop off completely every 10 seconds.

That meant Goodwin had to move *fast* when traveling by suction cup. Even *that* was okay, though ... until he reached the 63rd floor.

The firemen were lowering the scaffolding at him again. He was suction-cupping his way across to yet another track when one of his three suction cups gave out completely—built-up grease from the window had made it useless.

Now he was standing on only two cups—and one of *those* was slipping! Suddenly another suction cup popped off—and the last one was sliding! Goodwin recalls those desperate moments:

"There was only one thing to do. I reached in my pack and grabbed a skyhook, a climbing device, and placed it on the window sill, which was about three-eighths of an inch wide. I stood on it, and it popped off. The suction cup slid with me. So I put the skyhook on the sill again, just slowly placed it there."

It held!

Finally, the firemen decided it was better to let Goodwin go than to risk killing him. He reached the top, 7½ hours after starting out, and fell into the arms of waiting police. Once again, public enthusiasm for a brave stunt saved the daring climber from major legal problems—the judge let him off with a $35 fine for disorderly conduct.

### The Height Of Insanity?

Building climbing is dangerous, spectacular, and very controversial. To many, these stunts are a public menace, wasting police time and tax dollars. To others, though, the spectacle of climbing mighty skyscrapers is the fulfillment of a fantasy—a contest between overpowering architecture and human daring. For the moment, the men are leading the competition—they've conquered the world's tallest inhabited structure. But even greater challenges are in the works. There are buildings on the drawing boards now which will strip the Sears Tower of its record someday—and when that happens, there are bound to be some new daredevils eager to visit the top floor of the world's tallest building in their own distinctive way. □

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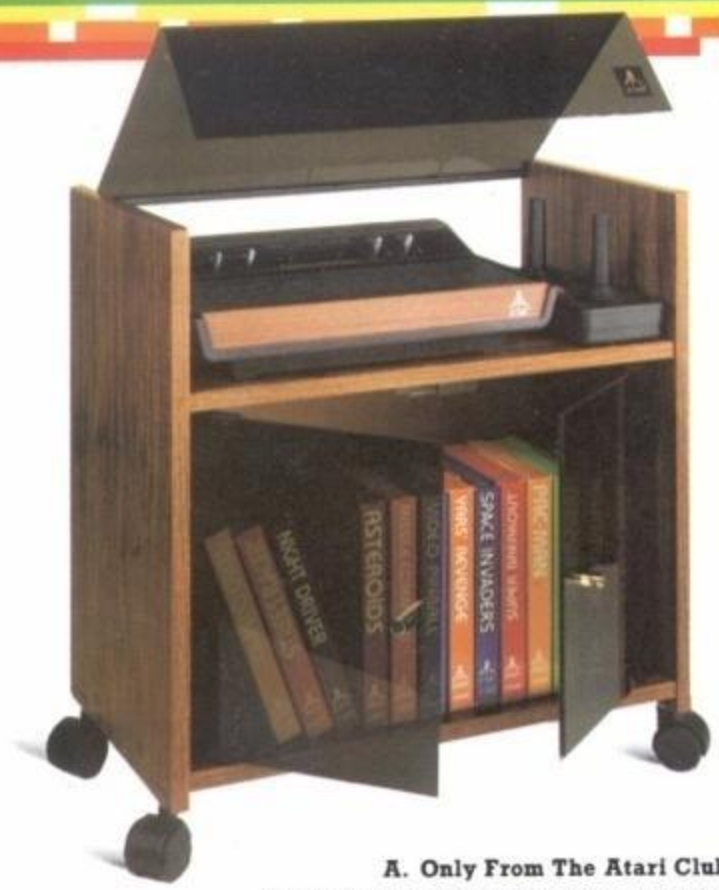


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**C.** Is your Atari joystick wiggly, wobbly, or just not working? Now you can repair it yourself with the brand new Joystick Repair Kit. Each kit includes plastic insert, black outer cover for handle, printed circuit board, trigger springs, and easy-to-follow directions. A few minutes with a screwdriver in hand and your joystick is as good as new!

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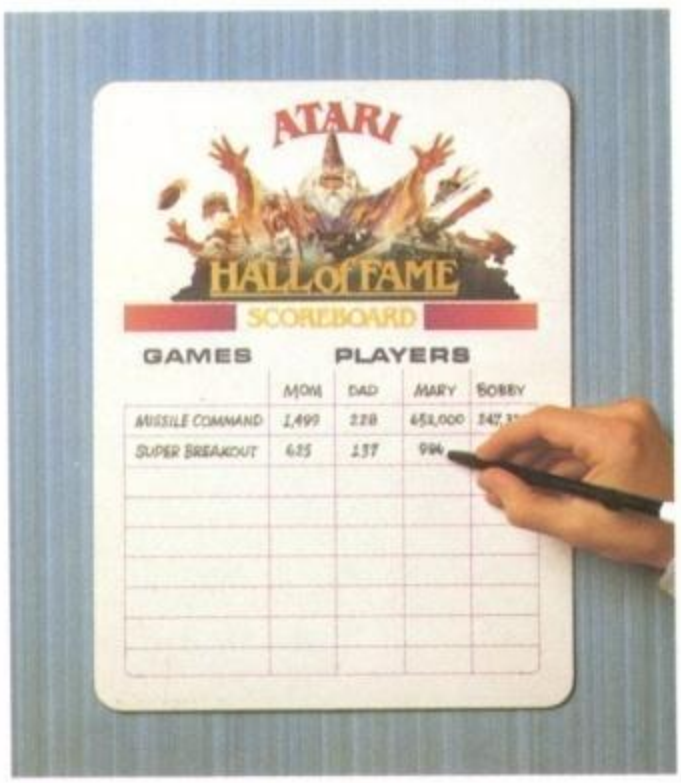


**E. Your Personal Hall of Fame.** Who's tops in *Space Invaders?* What's your high score in *Super Breakout?* This official Atari Scoreboard displays your best scores for up to 9 games—just post them with the marker provided, then wipe them off and change them as you improve. A Velcro® tab holds the marker on the board. 10¾" × 14".

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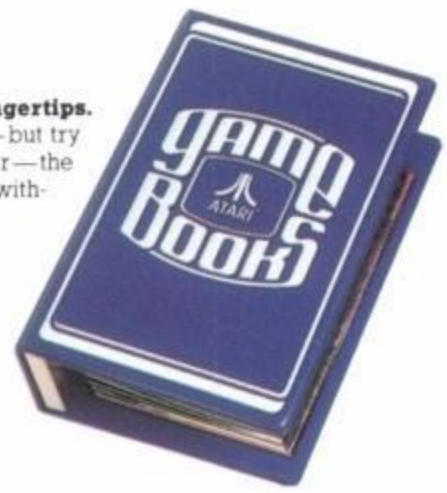


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# E.T.™ CONTEST

By now everyone knows what E.T. wants most in the world—to get home! Oh yes, and he's also developed a taste for candy pieces. So we've put together a contest which leaves it up to you to make E.T. happy. Of course, we want to make you happy too, so we're offering our grandest Grand Prize ever—an Atari 5200 game system plus eight game cartridges for the 5200! It's a prize worth over $500! That's really something to phone home about!

The diagram below represents Elliott's home town, with three pieces of E.T.'s interplanetary telephone, and numbered piles of candy pieces at each intersection. Your goal—travel from the "Start" position to E.T.'s spaceship, moving from intersection to intersection, picking up the candy and phone pieces you pass on the way. The person who completes the journey with all three pieces of the phone and the greatest number of candy pieces is the Grand Prize winner—next highest wins second prize—the ten next highest totals each win a third prize. For entries with equal total scores, a drawing will be held to determine the winners. In addition, a random drawing will be held from all entries received by the deadline date to select 500 fourth prize winners.

**Rules**

1) Each move must take you over a complete road segment, from one candy pieces pile to another.
2) You can travel through any road segment twice and only twice, except for segments where you find a phone piece—you can only cross over each phone piece once.
3) Each time you reach a numbered circle, you add that number of candy pieces to your total.
4) Traveling through a road segment containing a telephone piece entitles you to pick up that piece. You must pick up all three pieces before reaching the ship.

**Prizes**

- One **FIRST PRIZE WINNER** will receive an Atari 5200 Advanced Game System and 8 Game Cartridges!
- One **SECOND PRIZE WINNER** will choose any 5 Atari Game Program cartridges!
- Ten **THIRD PRIZE WINNERS** will each receive an Atari Game Center Organizers.
- 500 **FOURTH PRIZE WINNERS** will each receive an official Atari Age poster.

**How To Enter:**

List the number of each circle you reach on your travels in order in the blanks on the entry blank provided (there are more blanks than you will need). Complete the order and entry forms and send them together in the envelope provided. YOU MUST WRITE THE NUMBER OF POINTS YOU HAVE SCORED ON THE OUTSIDE OF YOUR ENVELOPE—if this is not done, your entry will not be valid.

Final judging and drawings will be held on March 15, 1983, and winners will be announced in the May/June issue of Atari Age. Contest void in Florida, North Dakota, Ohio, and West Virginia. Employees of Atari, Inc. and other Warner Communications companies and their families are not eligible to win. Decisions of the judges will be final.

Actual odds of winning will be determined by the total number of valid entries submitted. Based upon the number of actual entries submitted in the "Seen in a Sign Contest," the chance of winning a prize will be 1 in 78.

Estimated prize value: first prize, $540; second prize, $150; third prize, $40; fourth prize, $4.



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# Arm Your Missiles... Charge Up Your Shields!

# Phoenix

## is coming!

Atari is bringing *another* arcade hit home—and the Earth is in deep trouble!

Hordes of fearsome birds have descended on the planet, pelting us with deadly bombs. First come waves of small, tricky birds—then the Phoenix appears, and flocks of these deadly flying creatures bombard the planet below. You'll have to aim your laser cannon precisely—a Phoenix will survive all but the most accurate defensive fire.

Conquer four waves of feathered foes and you'll face the mastermind behind the invasion—an evil alien in a well-armed flying saucer. Shoot away at the hull, break through his protective force field, and fire into the very heart of his ship and you've done it—the ship explodes! Your point score soars! But wait . . . oh no! . . . here comes another wave of attacking birds! The battle goes on —the fun continues!

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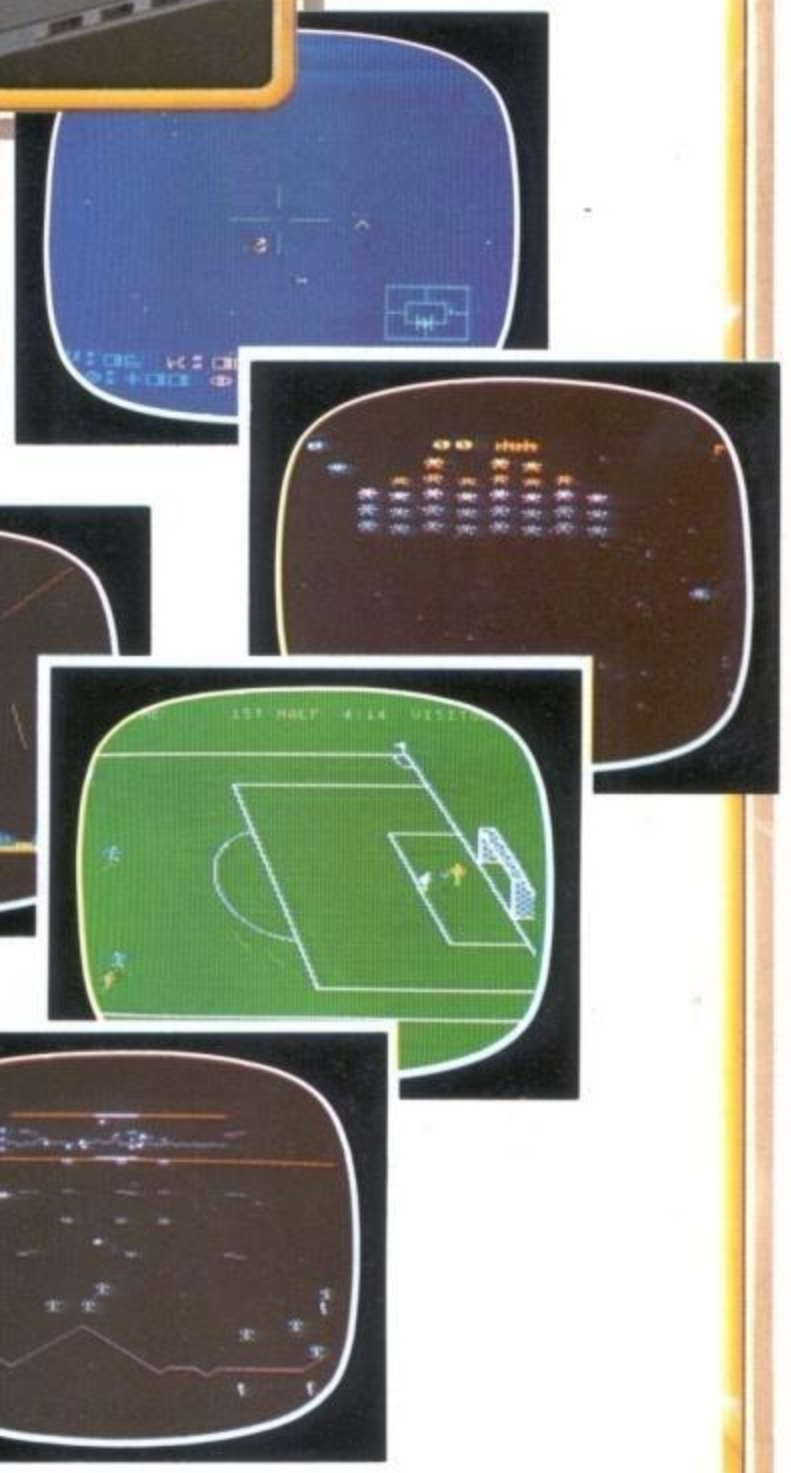
We've been writing about the superb arcade-style graphics of the Atari 5200 system—now we'd like to *show* you just how good they really are.

Of course, the photos shown here can't give you the full effect of 5200 gameplay—the printed page can't capture the swooping attack patterns of *Galaxian,* the smooth, quick action of *Defender,* the frantic fury of a *Missile Command* bombardment, or all the truly spectacular sound effects. But even in these still pictures, the thrill of Atari 5200 video gaming comes through—quite simply, it is the finest home video game system on the market today.



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Can you fill in the names of 18 different Atari Game Cartridges in the blanks below?

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*from Dan Frahn, Newark, Ohio*
*(Solution in next issue of Atari Age)*

Here's another batch of Cub Reporter contributions from Club Members across the country. If you feel the urge to add your playing tips, news reports, cartoons, and other evidence of creativity to the Editor's mailbox, just send it to me at 1700 Walnut Street, Philadelphia, PA 19103. If we publish it, you'll receive an Atari Game Program cartridge.

SW

## Special Thanks . . .

for their outstanding Cub Reporter contributions go to Steve DeLee, Mishawaka, IN; Will Simpson, Los Angeles, CA; Don Schooler, Dewey, OK; Ann Margaret Alpeter, Dundee, IL; Steve Polumbo, Warwick, RI; Rebecca Neal, Maryville, TN; Jeff Robinson, Kearney, NB; Ryan Perkins, Orlando, FL; Darby A. Sanders, Athens, GA; Michael Lombardi, Philadelphia, PA; Tom Ikey, Newark, OH; Tom Yang, Livonia, MI; Kevin Porter, Medford, NJ; Lee LaVassor, Racine, WI; and Brian Kalinowski, Naugatuck, CT.

## Sneaky *Superman* Game Secret

Before touching the joystick to start the game, depress the firing button. When you move the stick to start the game, Superman will remain in the air and not fall to the phone booth and become Clark Kent. Wait for the clock to tick off 2 seconds, then move the stick in the direction you want to fly and let go of the button. Superman will not turn into Clark Kent this way.

Also, the bridge will not blow up (you will find some extra bridge pieces in the blue subway, but you can ignore them). Using this trick, you can forget about building the bridge and concentrate on capturing the bad guys—my personal best time this way is 1 minute 20 seconds.

*from Garrett Fasaro, Downingtown, PA*

*from Paul M. Archetko, Rochester, NY*

*from Jeffrey Hunt, Garner, NC*

## Take Me Out To The Arcade

(sung to the tune of "Take Me Out to the Ballgame")

Take me out to the arcade,
Take me out with my friends.
I'll play me some Pac-Man and Asteroids Deluxe,
I don't care if I run out of luck.
'Cause it's shoot, shoot, shoot till the screen's cleared,
If I don't win it's a shame.
'Cause it's one, two, three ships you're gone,
At the old arcade.

*from Gary Coyle, Eau Claire, WI*

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